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INSTRUCTION BOOKLET

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

THANK YOU !

Thank you for adding SUPER BOMBERMAN 2™ to your library of Super NES games. You have just made the perfect choice by selecting this quality Hudson Soft title.
In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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MADE IN JAPAN

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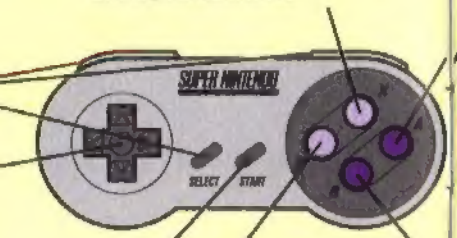
BOMBERMAN STORY

Danger has again come to the once peaceful Earth... Suddenly the figures of Magnet Bomber, Golem Bomber, Pretty Bomber, Brain Bomber, and Plasma Bomber appear before our hero, BomberMan.
These five cyborgs, called the "Five Bad Bombers", say they have been built by aliens who plan to take over the universe, and that they have come to capture the original BomberMan. Though BomberMan valiantly attempts to fight off the Five Bad Bombers, he is taken captive.
Later, BomberMan awakens in an underground prison cell in the base of the Five Bad Bombers. And once again he rises to protect world peace. Our future is in his hands. He must fight hordes of enemies scattered throughout the huge alien base. Avoid countless traps which have been set for him. Only then can he face the Five Bad Bombers who await him...

Will BomberMan ever see an end to all this fighting!?

OPERATION



X Button

After obtaining a Kick Item, this button can be used to stop bombs from moving after they have been kicked.

A Button

Use this button to have BomberMan lay bombs on the ground. After obtaining a Power Grab Item, this button can be used to pick up bombs. Pressing this button while on top of a bomb which has been laid will cause BomberMan to pick it up. Releasing the button will cause him to throw the bomb. He can also continue moving while carrying a bomb.

L, R and Select Buttons

Not used in this game.

Control Pad

Use the Control Pad to move BomberMan. Also use it to move the cursor on the Title Screen and all selection screens. Make selections by moving up and down or left and right. After obtaining a Kick Item, you can kick bombs by bumping BomberMan into the bombs using the Control Pad. The Control Pad is also used for entering passwords. (For details, see "Entering Passwords" on page 5.)

B Button

After obtaining a Remote Control Item, this button can be used to detonate bombs. This button can also be used on the Password Screen and Battle Game selection screen to return to the previous screen.

Start Button

Use the Start Button to start the game or to pause the game during gameplay.

Y Button

This button can be used to make BomberMan jump, but only on Stage 10 of a Battle Game. BomberMan can be made to move on top of a block by pressing this button at the same time as the Control Pad.

Playing the Game

Insert the game pak into the Super Nintendo Entertainment System®, and turn the Power Switch ON. Press the A Button to bring up the Title Screen, select NORMAL GAME, and press the Start Button to start the game.

Continuing Gameplay and Passwords

After a game is over, you can continue a game from the last stage reached by selecting "YES" on the Continue Screen and pressing the Start Button. If you write down the 4-digit code that appears on the Continue Screen, you can continue the game from that point at a later time. To do this, select "PASSWORD" on the Title Screen to call up the Password Entry Screen. Use the Up and Down buttons on the Control Pad to select the numbers, and the Left and Right buttons to change digits. Then press the Start Button to continue the game.

PLAYING A NORMAL GAME

Playing the Game

A stage is cleared by entering the gate which opens once all enemies or capsules on that stage are destroyed using bombs. Some enemies are hidden inside blocks. One BomberMan is deducted from your BomberMan stock if you touch an enemy, are hit by enemy fire, get caught in a trap, or fail to clear a stage within the given time limit. Once you lose a turn you must start the same stage from the beginning. The game is over once your BomberMan stock reaches zero.

The Game Screen

Remaining Time

This shows the remaining time to clear the stage. You lose a turn if this timer reaches 0:00.

Score

Your score increases as you defeat enemies.

Playfield

BomberMan

BomberMan Stock

This shows the remaining number of BomberMen that the player has in stock. This stock is decreased by one each time a turn is lost. When this number reads "0" and the player loses the last BomberMan, the game is over.

Number of Bombs

This shows the maximum number of bombs that BomberMan can lay.

Fire Power

This shows BomberMan's current fire power (the range of his bombs).

Hints for the Normal Game!

There are two basic ways to clear a stage.
One way is to destroy all enemies on the screen. Remember! Some enemies hide inside soft blocks!
The other way is to destroy all capsules on the screen. Be careful not to blow up the gates you enter at stage clear. If you blast the gate, this will cause more enemies to appear. Most stages must be cleared both ways.
You can steal enemy vehicles and ride them.
Some soft blocks restore themselves.
Some stairs are destroyed by bomb blasts.
Try to clear all stages by avoiding all the dangerous traps!!

Capsule Types

Stage 1,2
These capsules can be destroyed when hit by a bomb blast.

Stage 3,4,5
These capsules change color each time they are hit by a bomb blast. Make them all glow.

The Stages

ROUND 1

Old Castle stage. Be careful! The boss's bombs stick to BomberMan!

These bombs will blow up if destroyed. Beware that the resulting bomb blast reaches up to four squares away on the grid.

These magnets will attract laid bombs. If hit by a bomb blast, their directions will change.

Any bombs laid on these spots will explode at maximum range.

Magnet Bomber

ROUND 2

Red hot stage with blowing flames. Even BomberMan can be burnt to a crisp in seconds if caught in the flame of the melting furnace.

Laying a bomb in front of the door to the furnace causes a flame to ignite. After that flames blow out periodically from trenches in the ground.

Ground sections like this can be moved when hit by a bomb blast. This fact can be used to cover holes in the ground.

Hidden movable ground sections can be revealed by hitting this switch with a bomb blast.

Fire Bomber

ROUND 3

On ground sections like this the Control Pad can be used to make BomberMan jump over blocks and other obstacles.

Entering the cannons causes BomberMan to be blown out so that he can get to the other side of the pool.

Once boarded, the ship will move so that BomberMan can cross to the bridge girders on the central island.

Pretty Bomber

ROUND 4

These steel spheres cannot be destroyed. You will lose a turn if you fall into a ground section surrounded by these spheres.

Floating ground sections can be used to reach the isolated floating island. These ground sections never stop moving.

Hidden floating ground sections can be revealed by hitting this switch with a bomb blast.

Brain Bomber

ROUND 5

This darkened stage can be lit up by hitting this switch with a bomb blast.

Land mines will blow up if touched. Some mines cannot be detected until you get close to them.

Some ground sections will crack when crossed once and become a hole when crossed a second time.

Plasma Bomber

Enemy Characters

Munchie Jump
Gobbles up bombs you have laid.

Guardi
Can be defeated by blowing up the HP switch.

DISTRUCTION SWITCH

Electro
Emits electric energy in four directions if approached.

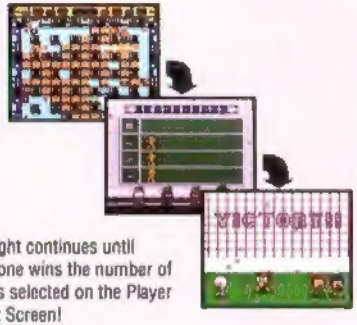
Mini Bomber
Increases your BomberMan stock by one when picked up.

PLAYING A BATTLE GAME

A Battle Game is a game played in versus mode against other players or the computer. 3 to 4 player games require the use of the Super Multitap™ and the use of any SNES controllers.

Battle Games Rules

In a Battle Game, players attack each other with their bombs. The last surviving player (or team) wins one battle. A draw game results in a rematch if both players are hit by an explosion simultaneously or if time runs out. The first player to win the number of battles selected on the Player Select Screen wins the game.



The fight continues until someone wins the number of battles selected on the Player Select Screen!

Single Match

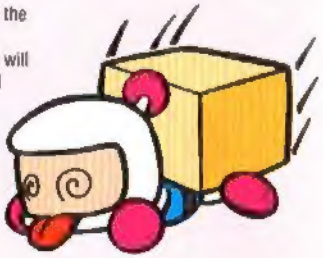
This game is conducted in a Battle Royal format where each player fends for him or herself. Control your BomberMan with skill and match wits against other players.

Tag Team Match

In a Tag Team Match, players are separated into two teams which fight against each other. When all members of the opposing team are destroyed, the team with even one survivor left wins one battle. The best way to attain victory is through cooperation.

Sudden Death Mode

In Battle Mode a rematch occurs if a battle ends in a draw.
But a Sudden Death Mode is available for those who want victory to be decided in a single battle.
Try starting the game after entering the password "5656".
When time starts to run out, blocks will begin flying on-screen from beyond the screen edges.
The player who survives without getting squashed wins!



Golden Bomber

What is Golden Bomber, available only in Single Matches?
The G-Bomber feature is only available during single matches and is useful when fighting many battles. By setting this feature to "ON"...
The BomberMan who wins each match...
Will appear in gold for the next battle.

As a special reward the winner receives an extra powerup item before starting the next battle.
This item is determined by chance from a roulette wheel.
Get your powerup item from the roulette wheel and go on to more victories!!

If you hit the clogs you will move more slowly. This is a booby prize!

Starting the Game

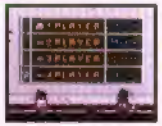
On the Title Screen, select "BATTLE GAME" and start the game as described below. If no Super Multitap™ is connected, only "COM" or "OFF" are available for 3 or 4 player games.

Selecting the Mode You Wish to Play

First select whether you wish to fight in a Single Match or a Tag Team Match.

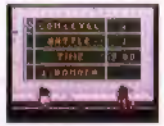
Selecting Players

Select whether each of the players 1 through 4 is to be controlled by "MAN" (a human), "COM" (the computer), or "OFF" (not used).



Selecting Rules

Next select certain game restrictions. These rules control who wins and loses the game. The four following items can be selected.

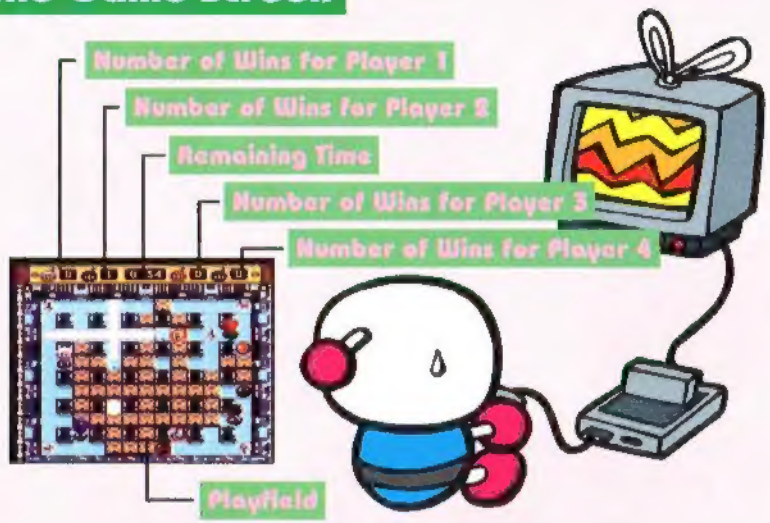


COM LEVEL	Sets the strength of computer-controlled BomberMen.
BATTLE	Sets how many battles must be won for a victory.
TIME	Sets the time limit for each battle.
G-BOMBER	Special feature available only in Single Match Mode.

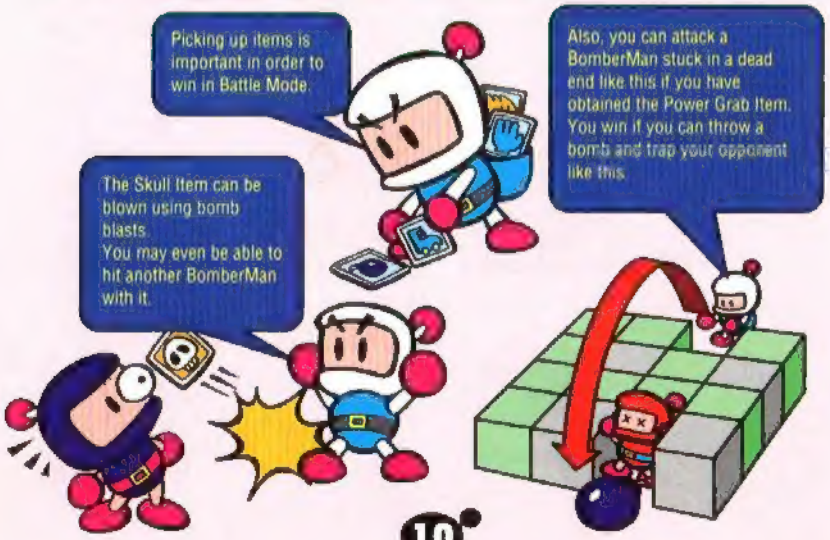
Selecting Stages to Play

Finally select the stage you wish to conduct your battle in. The game will start once all these things have been selected.

The Game Screen



Secret Battle Mode Tricks Revealed!!



BATTLE GAME STAGES

Stage 1

This is a normal stage without any traps. Items hidden in blocks are the keys to winning.

Stage 2

This stage is slippery with ice and includes six warp holes. Blocks can be moved by pushing against them.

Stage 3

This stage is separated into outside and inside sections by destructible blocks aligned in rows. Warp tunnels are located at the top and bottom of the screen.

Stage 4

On this stage, drum-shaped soft blocks have been lined up. If a bomb blast hits the trench dug around the center it will ignite a fire that travels throughout the trench.

Stage 5

On this stage, leaves block your field of vision. Full power ground sections, allowing bombs to blow up with maximum fire power, are hidden under flower garden blocks.

Stage 6

There are two sets of warp zones included on this stage. You may move from red to red or from blue to blue warp zones.

Stage 7

On this stage, BomberMan will travel at different speeds after passing through the numbered signs. If he touches a <!> mark he will be immobile for several seconds.

Stage 8

On this stage, belt conveyors can be used to transport bombs. The switches in the center of the screen can be used to change the speed and direction of the belt conveyors.

Stage 9

After obtaining a Kick Item, any bomb kicked over an arrow on the ground will turn and move in the direction of that arrow.

Stage 10

On this stage, BomberMan can be made to jump using the Y Button so that he can move on top of the blocks. BomberMan can also jump across screen borders to appear on the other side.

ITEMS

Items may appear when soft blocks are destroyed. BomberMan's power will increase as you pick up various items. However, during a Normal Game the special effects of items will be lost after losing a turn except for fire power, and number of bombs. During Battle Games, all special effects last for one battle only (except for special items obtained from the roulette wheel in Single Matches).

Extra Bomb

Increases the maximum number of bombs that can be laid on the ground by one. (Maximum 9)

Extra Fire Power

Increases the range of explosions (the number of ground squares a bomb blast can travel) by one. (Maximum 9)

Accelerator

Increases the speed at which BomberMan moves by one level.

Remote Control

Allows bombs to be detonated by remote control by pressing the B Button.

Bomb Passer

Allows BomberMan to pass through bombs laid on the ground.

Block Passer

Allows BomberMan to pass through Soft Blocks (walls that can be destroyed).

Power Glove

Allows BomberMan to pick up bombs laying on the ground by pressing the A Button. The picked up bomb can be thrown by releasing the button. BomberMan can continue moving while carrying a bomb.

Kick

Allows BomberMan to kick bombs that he pushes against. Pressing the X Button stops the kicked bomb.

Heart

Restores one BomberMan life.

Maximum Explosion

Increases the range of explosions (the number of ground squares a bomb blast can travel) to maximum.

Power Bomb

Allows the first bomb laid to explode at maximum range.

Super Bomb

Allows bomb explosions to pass through obstacles such as soft blocks.

Slime Bomb

Bombs turn to slime. If kicked or thrown these bombs will bounce around.

Skull

This item only appears on Battle Stages. The Skull Item causes one of the unwanted effects listed below. BomberMan can be restored to his original state by touching another BomberMan and passing on the unwanted effect, or by picking up another item.

- Radically increases speed.
- Radically reduces speed.
- Lays bombs randomly.
- Disallows laying bombs.
- Makes BomberMan invisible.
- Increases speed radically and keeps laying bombs automatically.
- Allows only one minimum-range bomb to be laid at a time.

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